

EA SPORTS™
P R E S E N T S

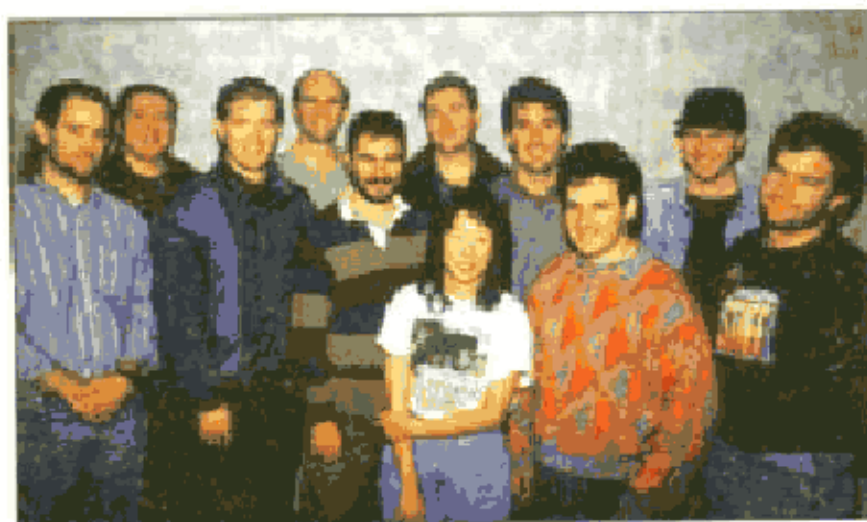


NBA®

SHOWDOWN '94



Movie **Hot** Guide



(From left to right): Todd Gilliland, Maurine Starkey, Paul Shaw, Mark West, David Costa, Lisa Ching, Mark Phoenix, Paul Vernon, Jeffrey Stokol, Leon Cannon, Rob Mattyn

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.



The Team

Rob Martyn, producer and 5'10" power guard (if there is such a thing) learned the game on a 7-foot basket, which irrevocably ruined his game. He is a graduate of Michigan State (home of Magic Johnson, Steve Smith, and Scott Skiles).

At 5'0", programmer **Lisa Ching** is a natural guard. She played a lot of street ball as a kid and, a little later, college intramural basketball. She still hasn't outgrown her position.

Mark Phoenix, programmer, can't wait to try out his new boat for some scuba diving. It's only a rumor that he loves water sports because of his relation to the tailless leaping amphibian family Bufonidae.

Paul Shaw, programmer, was able to work long hours on NBA Showdown '94 due to the consumption of entirely too much coffee. This southern California boy will soon remove himself from the list of EA's most eligible bachelors (leaving many a broken heart in his wake).

Paul Vernon, ambidextrous graphic artist, has challenged all the right-handed players in the NBA to a game of HORSE – left handed. No takers yet (lucky for him).

Jeffrey Stokol, graphic artist, wanted to play some NBA ball, but the only way he could show up the pros was by creating his own game. So he spent the NBA season drawing up all his own plays, and will be waiting for you at the three-point line.

(continues on next page)



Maurine Starkey has been a creating game graphics for over 10 years. Before that, she taught drawing, painting, and sculpture, and worked as a speedway track secretary, casino graphic artist, and negative stripper (no jokes, please) – and that's just for starters!

David Whittaker, sound guy, is a grizzled veteran of game audio and a British expatriate to boot. From his first acoustic guitar to the latest electronic gizmos, the tunes keep coming. His wife and Doberman hope they don't stop.

Scott Gilliland, associate producer, played center for his high school basketball team. In the offseason he threw nasty fastballs and won the home run crown. But his favorite sport is taking his brothers Todd and Marc to school in video hoops and Madden football.

Todd Gilliland, assistant producer and gameboy, has followed professional sports for as long as he can remember. The high school letterman went on to score for his Air Force softball team before handing down mitt, bat, and ball to his children, Andrew and Kelly.



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Introduction

NBA[®] basketball is a sport surpassing all others in excitement. It's not easy to stuff all this energy into a single cartridge, but NBA Showdown '94 is jam-packed. Want to take your team through a full season to the playoffs? You got it. Want offensive and defensive plays, rebounding, customizable difficulty, play modes from arcade to simulation, complete stats, and instant replays? It's in there. Want layups, jump shots, finger rolls, and rim-shaking thunder jams? It's in the game. Want all 27 NBA teams, real NBA players, All-Star squads, and custom teams so you can play five Ewings against five Shaqs? No sweat. Want agents, ticket receipts, and six million dollar salaries? Well, okay, we couldn't fit everything in the cartridge.

In NBA Showdown '94 you can control teams through single games, season play, and the NBA playoffs. You and up to three other friends can play cooperatively or competitively in any combination. You can even control coaching options with playcalling and defensive assignments.

Most importantly, the game is real. Bodies collide, refs call fouls, and if you don't keep your head up, your opponent will go back door for a slam. Shake off the defender with a screen. Crash the boards for rebounds.



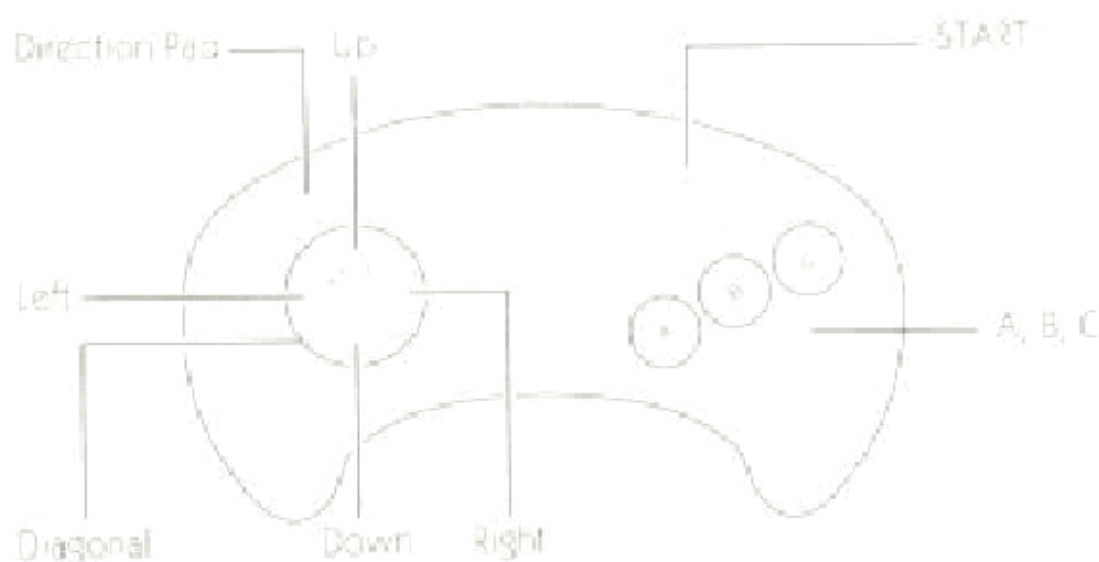
Sub three-point shooters at the end of the half for the last shot. Break down your man for that spinning 360° slam you've dreamed about. NBA Showdown '94 – it's FA-A-N-TASTIC!

New and Improved Features For '94

- ⦿ All 27 NBA teams and real NBA players
- ⦿ Full season play: Play 26 or 82 game seasons, simulating games you don't want to participate in.
- ⦿ Topps Skills Rating System: Twelve skill ratings for each player bring a depth and realism to the game that goes beyond stat-based simulations.
- ⦿ Offensive and defensive play calling
- ⦿ 4-way play: Up to 4 players can play cooperatively or competitively in any combination with the 4 Way Play™ Adapter.
- ⦿ Battery back-up: Save season and playoff standings, league leader stats, and custom team rosters.
- ⦿ Assignable defensive matchups and tougher 'D' overall
- ⦿ Faster play
- ⦿ Custom playoffs
- ⦿ Hot streaks
- ⦿ Injuries
- ⦿ Free throw perspective
- ⦿ Custom Arcade mode



Command Summary



SEGA Genesis Controller

- ☛ On offense and defense Player 1 controls the man over the star, and Player 2 controls the man over the circle. If you have a 4-player adapter, Player 3 controls the man with the diamond, and Player 4 controls the man with the trapezoid.
- ☛ Press the horizontal and vertical arrows or diagonal areas on the D-Pad that match the direction you want your player to move.

Before Play

Opening and Title Screens

Continue

START



Game Setup Screen

Scroll through options	up/down
Cycle through choices	A/B or left/right
Continue	START

Select Team Screen

Select Visitor/Home teams	C
Cycle through choices	left/right
Continue	START

Custom Team Builder Screen

(If custom team selected in Select Team screen):

Scroll through custom team roster	up/down
Scroll through NBA team roster	left/right
Scroll through available NBA teams	A/B
Insert new player	C
Continue	START

Controller Setup Screen

Select Visitor/Computer/Home controls for each player	left/right
Continue	START

EA SPORTS Pregame Show Screens

Next Pregame screen	A
Go to Substitution screen	START



Substitution/Time Out Screen

Scroll through roster	up/down
Scroll through stats	left/right
Toggle skills rating/game statistics views	A
View other team	B
Select/Substitute player	C
Exit Substitution screen	START

Game Screen

Start game/Tip Off	START
Jump	A

EA SPORTS Halftime Show Screens

Next Halftime screen	A
Go to Substitution screen	START

EA SPORTS Postgame Show Screens

Next Postgame screen	A
Exit Postgame show	START

The offensive and defensive controls listed below are the default settings. The button assignments during gameplay may vary depending on how you configure your controller (see "Configure Joypad," on page 53).



During Play – Offense

Pause game/Option menu	START
Move player with ball	D-Pad
Shoot the ball (press button)	A
Fake shot (tap button)	A
Pass to default receiver	B
Pass to selected receiver (hold button and use D-Pad to select receiver; release to pass)	B + D-Pad
Option button (Default is Playcall)	C

During Play – Defense

Pause game/Option menu	START
Move current defender	D-Pad
Jump to block shot or rebound	A
Playcall (before inbounds)/ Switch players (during play)	B
Intercept pass or steal dribble	C

During Play – Pause Menu

Instant Replay	A
Coaching Options	B
Call Time Out	C
Return to game	START



Instant Replay

Rewind (hold down)	A
Play (hold) or frame advance (tap)	B
Fast Forward (hold)	C
Resume game	START

Coaching Options

Select option	up/down
Toggle option ON/OFF	A/B
Go to option screen	C
Resume game	START

T

urning on the Game

Follow the steps below to get up and running with the NBA on your Sega™ Genesis.™

1. Turn OFF the power switch on your Sega Genesis.

Never insert or remove a game cartridge when the power is on.

2. Make sure a Controller is plugged into the port labeled CONTROL 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.

The EA SPORTS™ logo screen appears (if you don't see it, begin again at step 1.)



Title Screen

5. The NBA Showdown 94 title screen appears. Press **START**. The Game Setup screen appears.

Setting Up the Game

This chapter details the steps for setting up NBA Showdown 94 before playing the game.

Game Setup Screen

Use the Game Setup screen to set up the parameters for the kind of game you want to play. The Game Setup screen appears after the title screen.



Game Setup Screen

- ⦿ D-Pad up/down to highlight the options.
- ⦿ D-Pad left/right to cycle through the choices for the selected option.

*If you want to play a game with the default settings right now, you can press **START** and move on to the *Select Team* screen.*

NOTE: The default settings are in **BOLD** type. When you turn off your Genesis, the settings revert to their defaults.

Game Mode

- EXHIBITION** Play a game in which the outcome doesn't affect the season or playoff standings. Any NBA, All-Star, or Custom team can be used.
- New Season** Play a full or reduced season with any of the 27 NBA teams against the



computer or a friend. Team standings and league-leading players' statistics are saved after each game and maintained throughout the season. For more information, see "Playing a Season," on page 56.

Cont Season Continue the season saved last time you played. Statistics and standings remain intact.

New Playoffs Enter the playoffs with any NBA, All-Star, or Custom team(s). Play until you're knocked out of the playoffs, or take home the championship. For more information, see "The NBA Playoffs," on page 64.

Cont Playoffs Continue the playoff saved last time you played. Standings remain intact.

Play Option

ARCADE

Fast-paced basketball. The players never tire or get injured, and they can't foul out.

Arcade Custom Set up your own options for fatigue, injuries, foul outs, fouls, traveling, game speed, lane violations, shot clock violations, 5-second violations, 10-second violations, backcourt violations, and out of bounds from the Custom Options menu.



Simulation

All the options in Arcade Custom mode are turned ON. Fouls count. Players tire and get injured, and you must substitute accordingly.

NOTE: Shorter period games in SIMULATION mode require you to substitute players more frequently.

Play Level

ROOKIE

Computer players aren't quite as aggressive as they become at other levels. Opponents take fewer shots, and have a reduced field goal percentage. They also steal the ball less often and get fewer rebounds. Referees take it easy on foul calls. This is a good place to start practicing for your run at the Championship.

Starter

This skill level is for intermediate players. The refs call a tight game, and opponents play hard.

All-Star

For advanced players. Everyone cranks it up a notch. The computer teams play tougher defense – more steals and blocks. The refs cut you no slack.



Period Length

12 MINUTES

12 minutes is the NBA-standard period length, but you can also choose 2-, 5-, or 8-minute periods. In the event of a tie, you play a five-minute overtime period (2-minute period games play a 2-minute overtime period). You keep playing overtime periods until there's a winner.

Music

ON

The music plays in between games and at halftime. There is no music during actual game play.

OFF

No music, but sound effects are still audible during the game.

Custom Options Screen

If you select Arcade Custom mode for any game, the Custom Options menu appears after the Game Setup menu. Use this menu to set up your choices for fatigue, injuries, and violations.

1. From the **PLAY OPTION** setting in the Game Setup screen, D-Pad left/right to select **ARCADE CUSTOM**. Set the other game options as desired.
2. Press **START**. The Custom Options screen appears.
3. D-Pad up/down/left/right to highlight options, and press **A/B** to toggle options **ON** and **OFF**.



The custom options are as follows (the default settings are shown for each option):

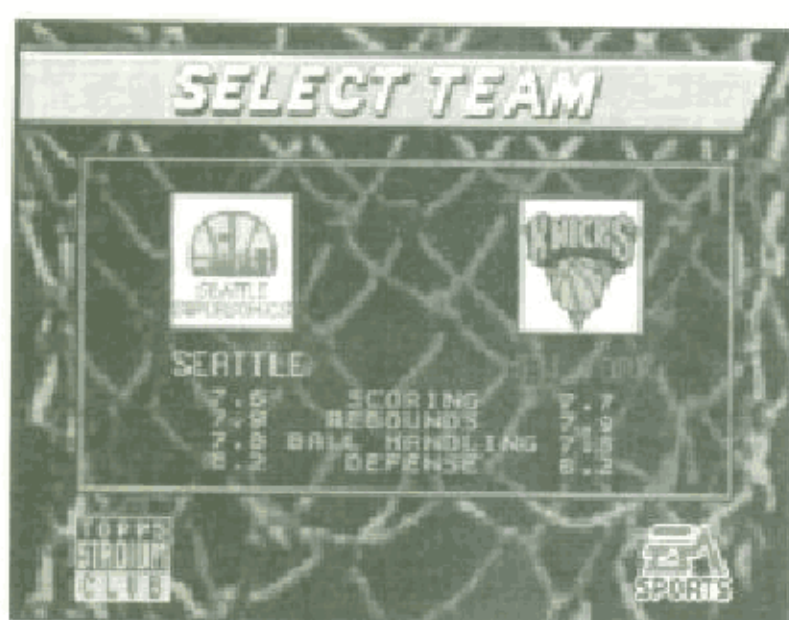
Option	Effect
Fatigue (OFF)	Players get tired
Injuries (OFF)	Players can be injured. In Exhibition play, an injured player is out for the game. In Season or Playoff modes, the player is out for the game and will return within 3 games.
Foul Outs (OFF)	Players with 6 fouls are ejected from the game
Fouls (ON)	Fouls are called
Traveling (ON)	Traveling is called
Game Speed (5)	The game defaults to the fastest speed, but you can set it from 1 to 5.
Lane Violations (ON)	3 second lane violations are called
Shot Clock (ON)	24 second clock is used
5 Second Calls (ON)	5 second violations are called on inbounds plays
10 Second Calls (ON)	10 second violations are called
Backcourt Calls (ON)	Backcourt violations are called
Out of Bounds (ON)	Out of bounds violations are called



Select Team Screen

You can select the teams to play an Exhibition game with the Select Team screen.

1. From the GAME MODE option in the Game Setup screen, D-Pad left/right to highlight EXHIBITION. Set the other game options as desired.
2. Press START. The Select Team screen appears.



Select Team Screen

The logo of the visiting team appears on the left side of the screen; the home team is on the right. Ratings in four categories (calculated from the ratings of the five starters) are displayed for each team on a ten-point scale:

- | | |
|-----------------|---|
| Scoring | The higher this is, the more points the team puts on the board. |
| Rebounds | Higher ratings mean more offensive and defensive rebounds. |



Ball Handling Higher ratings mean fewer turnovers.

Defense Higher ratings mean better team defense – shot blocking and steals.

3. Press **C** to toggle Visiting or Home team selection.
4. Use **D-Pad left/right** to cycle through the available NBA, All-Star, and Custom teams.
5. Press **START** to continue.

Custom Team Builder

Ever wonder what it might be like to play a team of Chris Webber clones against a team of Karl Malone clones? Well, wonder no longer. EA SPORTS proudly presents the ultimate All-Star machine: The Custom Team Builder.

The Custom Team Builder lets you build and save your own custom teams populated with players of your choice from the rosters of 27 NBA teams. Custom teams can be used in exhibition or playoff games, but not in regular season games. A custom team will have a dash after its name in game or playoff screens to differentiate it from NBA teams.

To custom build your team:

1. From the **GAME MODE** option in the Game Setup screen, **D-Pad left/right** to highlight **EXHIBITION**.
2. Press **START**. The Select Team screen appears.



Repeat until you have built your dream team, then press **START** to go to the Controller Setup screen and the Progame show.

NOTE: The custom team is automatically saved after you create it. You will always see the Custom Team Builder Screen when you select the team in a game, but you can press **START** to accept the current team and go on to the next screen.

Controller Setup

After you have selected your teams, the Controller Setup screen appears. If you have two controllers plugged in, symbols for controllers 1 and 2 appear. If a 4 Way Play™ Adapter is plugged in, symbols for all 4 controllers automatically appear. The symbols are as follows:

Controller 1	Star
Controller 2	Circle
Controller 3	Diamond
Controller 4	Trapezoid

The visiting team logo and name appear on the left side of the screen, and the home team is on the right side. In the default configuration, Player 1 is the home team and Players 2 to 4 are computer-controlled, but you and your friends can divide up any way you want – 1 on 1, 3 against the computer, 2 on 2, etc.



- ☛ To change the setting for your controller: D-Pad left/right to position the symbol under either team to select that team, or in the middle to select computer control.

NOTE: The home team wears light uniforms in the game, and the visiting team wears dark uniforms.

The EA SPORTS Show

The EA SPORTS announcer appears before the game, at halftime, and after the game to provide commentary for NBA Showtime '94.

The EA SPORTS Pregame Show

After you've chosen the teams, the Pregame Show begins and the announcer introduces the game and the starting lineups. The Pregame show contains important information about the strengths and weaknesses of each team.

- ☛ To view the next Pregame Show screen, press A.
- ☛ To bypass the Pregame Show screens and go to the Substitution screen, press START (see "Time Outs and Substitutions," on page 70 for more information on this screen).

When you're ready to begin the game:

1. Press START to exit the Substitution screen. Press START again for the tip-off at half court.



2. When the ball goes into the air, press A to direct your center to go up after it. Don't be too impatient – wait until you hear the whistle before you jump.

The EA SPORTS Halftime Show

The EA SPORTS announcer checks in at halftime to update you on the game. Statistical leaders in points, rebounding, assists, and blocks are given for both teams.

- ⦿ Press A to advance through the EA SPORTS Announcer screens.

- ⦿ Press START to exit the Halftime show.

The Substitution screen appears. You can view player stats for the game so far or change your lineup. Note that the five starting players are automatically restored to their positions at halftime – any substitutions made in the first half are ignored. All players are fully rested.

- ⦿ Press START to exit the Substitution screen.
- ⦿ Press START again to resume play.

The EA SPORTS Postgame Show

The Postgame show winds down every game you play.

First, the Hustle Board appears so you can look at a comparison of the 'hustle stats' (see "Hustle Board" on page 53 for information on this screen).

- ⦿ Press START to exit the Hustle Board screen.

The Substitution screen then appears so you can check out your players' stats.



- Press **START** to exit the Substitution screen.

At the end of the game, the announcer gives you the final score, the player of the game, and statistical leaders for both teams.

- Press **A** to advance through the EA SPORTS Announcer screens.

- Press **START** to exit the Postgame show.

After an exhibition game, you are returned to the Game Setup screen. After a season game, you return to the Season Calendar. After a playoff game, you return to the Playoff Tree.

Playing the Game

In order to succeed in NBA Showdown '94, you have to approach offense and defense differently, just as in the NBA. You use one set of controls when you have the ball, and another when the other team has the ball. Learn the controls first, and then you can hone your basketball skills and strategy.

Offense

You control the man with the ball unless you're playing in Co-Op mode (where more than one human player plays on the same team; see "Co-Op Play," on page 36).



Moving and Dribbling

Press the arrow on the D-Pad that matches the direction you want your player to move. He'll move and dribble as long as you hold down the arrow. When you let up on the D-Pad he stops moving, but he'll keep dribbling in place.

When you start to pass the ball to another player, fake a shot, or shoot the ball, you stop dribbling. Once you stop dribbling, *you can't move again*, or the refs will call traveling (see "Violations and Turnovers," on page 69).

Passing

- ⦿ To pass the ball to another player, press **B**. The ball is automatically passed to the player closest to the hoop. When the other player catches the pass, he gets control of the ball. Remember, there's no guarantee that the ball won't be intercepted — there are usually more defenders close to the basket.
- ⦿ To pass to a *particular* player, press and hold **B**, then press the D-Pad toward the player you want to pass to. Release **B** to pass the ball to that player.

Shooting

- ⦿ To shoot a jumpshot, drive, or to execute a signature shot, press **A**. The player will shoot differently depending on who and where he is.
- ⦿ To fake a shot, tap **A**. The player will start to shoot, and then pull the ball back, hopefully fooling the defender.



How well your player shoots the ball depends on four things:

1. His offensive ratings.

Players with high shooting percentages make more baskets than players with low shooting percentages (see "Statistics and Ratings," page 72). If you need some points quickly, get some guys on the floor who can shoot the ball.

2. What type of shooter he is.

Guards and Forwards are typically more successful from long range and have more moves to the hoop than centers, but every player is unique. All players in NBA Showdown '94 have been modeled after their real life counterparts as realistically as possible.

3. How closely he is being guarded.

Try to shake off the guy who's guarding the shooter. It's tough to hit the bottom of the net when the defender is in your face. The more open your player, the better his chances of burying the shot.

4. How tired the player is.

A player with fewer fatigue bars has a poorer chance of making the shot.

Once you tell a player to shoot, he decides how to complete the shot. The game statistically determines what the player's best percentage shot is, checks out how closely he is being guarded, and then tells him to execute. Say a player is a few feet out from the basket: Willis might hook, Mullin might take a quick jumper, and Kemp might roll around for a slam.



NOTE: After every basket, the current score, the name of the player who scored, and the shots made/attempted for that player appear in an overlay at the bottom left of the screen.

Signature Moves

Like the NBA, NBA Showdown '94 showcases a variety of moves to the bucket. Almost every player can slam or hook from in close, but certain special players have truly mastered the jams that bring the crowd to their feet. The Signature Moves are listed below, followed by a table of the special players. A player can have a variety of Sig Moves, which he'll perform from different spots on the floor.

Signature Moves

Pretty Boy	High elevation jam from the side, legs wide.
Bounce It	Bounce the ball over head, then reverse slam.
Hook Arm	Hook arm slam.
Scoop 180	180° scoop slam.
Back Flip	Flip the ball behind the back and slam.
Double-Pump	Double-pump slam.
Swing Arm	Hold the ball low with one hand and then swing it up for the jam.



Hide Yer Eyes	It's too pretty to look at, so the player shields his eyes with his arm while he slams.
X-360	X-plosive 360° spinning slam.
X-180	X-plosive 180° spin slam.
One-Handed	One-handed power slam.
Air Reverse	Reverse slam.
Alley Oop	Player tosses to himself and slams.
Around The World	360° slam from the middle of the key.
Kiss The Rim	Kiss the rim slam.
Off The Glass	Off the glass slam.

Combination Moves

The following moves are actually 'packages' of Signature Moves that versatile players have mastered.

Large1	Large player combination – One-Handed, X-180, and Scoop 180 slams.
Power1	Power slams for medium-sized players with a lot of moves – Hook Arm, Swing Arm, Pretty Boy, Scoop 180, and Alley Oop.
Power2	Medium-sized power slams package 2 – Hook Arm, Swing Arm, and Scoop 180.



-
- Power3** Medium-sized power slams 3 – Hook Arm and Swing Arm.
- Power4** Power slams for smaller players – Hook Arm, Swing Arm, Double-Pump, and Hide Yer Eyes.
- Power5** Power slams for smaller players with fewer moves – Hook Arm and Swing Arm.
- Show1** Showboaters – Bounce It, Pretty Boy, Back Flip, Alley Oop, and Off The Glass.
- Show2** Showboaters with fewer moves – Bounce It, Pretty Boy, Back Flip, and Swing Arm.
- Athletic1** Athletic slams for medium-sized players with a lot of moves – Hook Arm, X-360, Air Reverse, Back Flip, X-180, Kiss The Rim, and Around The World!
- Athletic2** Athletic moves 2 – Hook Arm, X-360, Kiss The Rim, and Around The World.
- Athletic3** Athletic slams for smaller players with a lot of moves – Hook Arm, X-360, X-180, and Swing Arm.



Team	Player	Signature Move(s)
Atlanta	Wilkins	One-Handed, Alley Oop
	Augmon	Scoop 180, Swing Arm
Boston	Gamble	Athletic2
	Parish	One-Handed
	Brown	Hide Yer Eyes, Hook Arm
Charlotte	L. Johnson	Power1
	Mourning	Hook Arm, Off The Glass, Alley Oop
Chicago	Grant	Hook Arm
	Pippen	Power2, Back Flip
Cleveland	Nance	X-360, X-180
	Daugherty	Power1
Dallas	Mashburn	Scoop 180
	J. Jackson	Air Reverse
Denver	Mutombo	X-180
	Abdul-Rauf	X-360, Double-Pump
Detroit	Elliot	Around The World, Kiss The Rim
	Hunter	Double-Pump
Golden State	Webber	Power2
	Sprewell	Athletic1
Houston	Thorpe	Scoop 180, Swing Arm
	Horry	X-180, Hook Arm
	Olajuwon	One-Handed, X-180
Indiana	Richardson	X360
	R. Miller	Bounce It, Back Flip
L.A. Clippers	Manning	Athletic1, Around The World
	Harper	Back Flip



L.A. Lakers	Christie Divac	Hook Arm One-Handed
Miami	Miner S. Smith	Athletic2 Air Reverse, X-180
Milwaukee	Day	Scoop 180
Minnesota	Laettner Person	Bounce It Pretty Boy, Off The Glass
New Jersey	Coleman K. Anderson	Show1 Double-Pump, Swing Arm
New York	Ewing Starks	One-Handed, X-180 Power3
Orlando	N. Anderson O'Neal A. Hardaway	Alley Oop, Bounce It Large1 Swing Arm, Back Flip
Philadelphia	Weatherspoon	X-180, X-360
Phoenix	K. Johnson A. C. Green	Power5 Swing Arm, Hook Arm
Portland	C. Robinson Drexler Strickland	Power3 Athletic2, Air Reverse Hook Arm
Sacramento	Richmond	Power2
San Antonio	Rodman	Pretty Boy
Seattle	Kemp Gill	Show1, Power1 Back Flip, Scoop 180, X-180
Utah	K. Malone	Pretty Boy, Bounce It
Washington	Gugliotta Ellison	Hook Arm Swing Arm



Hot Streaks

Shooting is about confidence as much as ability. NBA Showdown '94 reflects this with hot streaks. If you make three consecutive jump shots in a game (not dunks or layups), you become "hot," and gain a 15% increase in shot accuracy. A hot player will have a red symbol rather than a white symbol when he has the ball on offense. The player will stay hot until he misses two consecutive shots. If one of your players gets in the zone, lean on him! Give him the ball and let him shoot until he's a mere mortal again — but don't wear him out completely, because fatigue will cool off a hot player in Simulation mode.

Shot Clock

In NBA basketball you have 24 seconds from the time you bring the ball inbounds to get a shot off. The shot clock is reset every time the ball hits the rim or a change of possession occurs. If you don't get a shot off before the 24-second clock expires, the referee calls a shot clock violation and the other team gets possession of the ball. The shot clock appears at the bottom right of the screen. When there are less than 24 seconds left in the period, the shot clock shows the time remaining in the period. If time is running down, your teammates will shout "Shoot it!" or "Put it up!"



Free Throws

No defender to reject your shot, no running or jumping. But can you sink it? NBA Showdown '94 features the T-Meter™, a free throw gauge that lets you aim your shot just like the pros.



T-meter

The T-Meter appears on the screen with your player at the line. A basketball cursor moves back and forth along the horizontal bar. This bar controls the left/right aim of the shot.

- When the basketball cursor moves through the white zone, press A to stop it.

Then a basketball cursor begins to move up and down in the vertical bar. The vertical bar controls the strength of the shot.

- When the basketball cursor moves through the white zone, press A to stop it.



The speed with which the basketball cursor travels within the T-Meter is based on the actual Free Throw Rating of the player at the line. The better the Free Throw Rating, the slower the basketball cursor travels.

Tip: *Try to stop the ball as close to the center of the white zone as possible. The closer to the center the ball stops, the more accurate your free throw.*

When both balls have stopped in their bars, the player shoots the ball. Normal play (and the normal courtside game perspective) resumes after the last free throw shot. If it's a miss, don't forget to crash the boards for the rebound.

Offensive Tips

- Study the player ratings in the Substitution screen to determine the strengths and weaknesses of each player. For instance, find out who your shooters are before you start throwing up long range twos and threes.
- Give your big men the ball in the paint so they can shoot from close range without having to dribble through traffic.
- Move the ball quickly. That means catch and shoot or catch and dish off. Use your speed.
- If a defensive man is covering you tightly when you get the ball, you can tap A quickly BEFORE you start dribbling to pump fake and get the defender off his feet. Maybe then you can move around him and drive to the hoop.



- ⦿ If you're having trouble getting around the defender (some of these guys will stick like glue), back up a bit before driving. This may create enough space for you to blow by him.
- ⦿ Experiment with offensive Playcalling. Even the simplest screen play can often free up your shooter for an open shot.
- ⦿ When you're open and close to the basket, just press **A** to shoot – your player will take care of the rest. If you guide your player right to the hoop, he won't have a chance to execute a spectacular Signature Move.
- ⦿ When you're surrounded by defenders, pass your way out of trouble rather than trying to dribble out – otherwise you risk picking up a charge.

Defense

Switching Defenders

You can switch to the player nearest the ball at any time on defense.

- ⦿ To take control of the defensive man closest to the ball (between the ball and the basket), press **B**.
- ⦿ To move the defender you're controlling, press the D-Pad in any direction. He'll only follow the action with his eyes unless you help him.



Stealing

When you're close to the ballhandler, you can try to steal the ball.

- ☛ To try to rip the ball from an opponent, press C.

You have to be close to the man with the ball to pull off a steal, but don't be too aggressive. The refs watch closely, and they may call a foul.

Shot Blocking and Rebounding

- ☛ To jump to try to block a shot or rebound, press A.
- ☛ To guide your player in the air as you jump, press A, and then move the D-Pad in the direction you want to jump.

Your man has the best chance of blocking a shot if he is directly in front of and facing the shooter – get right up in his face. Try to jump as the offensive player rises to shoot.

You won't get many rebounds no matter how high you jump if you're not positioned properly. Watch how the ball comes off the rim, and try to get the inside position before jumping.

Defensive Tips

- ☛ Remember, offense makes the highlight reels, but defense wins games. If you want to be aggressive, you can send a defender to double-team the ball and go for the steal (you can do this manually or with the Defensive Assignments screen – see “Defensive Matchups,” on page 52).



- ⚡ Block out and then press **A** to jump for re-bounds on jump shots. If the other team gets a lot of offensive rebounds, they'll usually win.
- ⚡ If you just can't seem to stop the opposition from dunking and scoring layups, try getting a defender up on the opponent bringing the ball down court before he reaches the top of the key. That way you can block his lane and force him to dish the ball off to a teammate.
- ⚡ Try to get your center positioned down court and in the paint as soon as possible. You can use him to block the passing lanes as well as cut off penetration up the middle.
- ⚡ Don't be afraid to use defensive Playcalling. For instance, try a full court press immediately after you score to get a quick turnover.
- ⚡ Make sure you don't already have the ball before you jump to rebound. If you have the ball and press **A**, your player will turn and try to sink a full court shot.

Co-Op Play

Cooperative, or Co-Op play, is just a way of saying that you have more than one human player on a team. In NBA Showdown '94, up to four players can play on the same team. However, just like the NBA, it requires good teamwork to succeed.



To set up Co-Op play:

1. Start any type of game. Select the game setup options as you normally would and proceed to the Controller Setup screen.
2. At the Controller Setup screen, D-Pad left/right so that more than one player is on the same team.
3. Press **START** and proceed to the game as normal.

The controller symbols (star under Player 1, circle under Player 2, etc.) appear as normal in the game, except that the players are on the same team rather than opposing teams.

How Co-Op play works

In Co-Op play you switch players freely, just as in 1 player mode.

- ☛ If you have the ball, passing to a player controlled by another human gives him control of the ball and leaves you in control of your player.
- ☛ If you pass to a player controlled by the computer, you take control of the player you pass to.
- ☛ If you don't have the ball on offense, pressing **B** cycles control through your "unassigned" players — ones no one else is controlling.
- ☛ On defense, pressing **B** gives you control of the unassigned player best situated between the ball and the basket.



Pause Menu

You can pause the game at any time by pressing **START**. The Pause menu appears at the lower left of the game screen.

- ⦿ To view an Instant Replay, press **A**. See Instant Replay directly below for more information.
- ⦿ To go the Coaching Options menu, press **B**. See "Coaching Options," on page 39 for more information.
- ⦿ To call a Time Out, press **C**. See "Time Outs and Substitutions," on page 70 for more information.
- ⦿ To return to the game, press **START**.

Instant Replay

Once you've paused the game, you can view an Instant Replay of the last 7 or 8 seconds of action by pressing **C**. The game screen resets to the action at the beginning of the saved replay, and a small 'key' appears at the lower left of the game screen to show the Instant Replay button functions.

- ⦿ To Rewind the action, hold down **A**.
- ⦿ To Play the action, hold down **B**. To advance one frame at a time, tap **B**.
- ⦿ To Fast Forward through the replay, hold down **C**.
- ⦿ To Resume the game, press **START**.



NOTE: The Instant Replay memory is overwritten every time you leave the game screen. If you call a Time Out, go to the Coaching Options screen, shoot foul shots, or go to an EA SPORTS announcer screen, you won't be able to see a replay of the preceding action.

Coaching Options

The Coaching Options screen lets you set offensive and defensive coaching options and playing mode, view the Hustle Board, and customize the controls.

To activate the Coaching Options menu:

1. Press **START** during the game. The Pause menu appears.
2. Press **B**. The Coaching Options menu appears.
3. D-Pad **up/down** to highlight options. To toggle a highlighted option **ON** or **OFF**, press **A** or **B**.
4. To go to an option screen, highlight the option and press **C**.
5. To exit the Coaching Options menu and return to the game, press **START**.

<i>Option</i>	<i>Description</i>
Playcalling	Turn Playcalling mode ON or OFF
Offensive Plays	Select offensive plays from Offensive Plays menu



Defensive Plays	Select defensive plays from Defensive Plays menu
Defensive Matchups	Alter who your players cover defensively from Defensive Assignments menu
Hustle Board	View hustle stats from Hustle Board
Configure Joypad	Alter controller button setup from Configure Joypad screen
Controller Select	Select player controls just as in Controller Setup screen at the beginning of the game

Playcalling

NBA Showdown 94 lets you call both offensive and defensive plays during the action. You select the plays you want, and then call and execute them as you see fit during games. No longer do you have to helplessly grimace through another losing effort by your favorite NBA team – you're the boss here.

To turn Playcalling ON or OFF:

1. Highlight **PLAYCALLING** from the Coaching Options menu.
2. D-Pad left/right or press **A/B** to toggle Playcalling on or off.



Offensive Playcalling

To select offensive plays:

Playcalling must be turned ON in order to select Offensive or Defensive plays from the menu.

1. D-Pad down to highlight OFFENSIVE PLAYS from the Coaching Options menu, and press C. The Offensive Plays menu appears.



Offensive Plays Screen

A diagram of the highlighted play appears in the Available Plays window. Solid lines represent player movement, and dashed lines represent ball movement (i.e., passing). Dotted lines represent a shot. Each step is numbered in the order it should be performed. See "Offensive Play Descriptions," on page 44 for descriptions of the offensive plays.



2. To add a play, use the D-Pad up/down to highlight it from the Available Plays list on the left side of the screen, then press C. The 3-letter identifier for the play appears on the right side of the screen under Play Book.
3. To remove a play, use D-Pad left/right to move to the Selected Plays list, and up/down to highlight the play from the Selected Plays list. Press C to remove the highlighted play.

To rename a play:

You can rename the 3-letter identifier for a play so that your buddy won't know what you're calling:

1. Use the D-Pad to highlight the play from the Selected Plays list and press A. The New Playcall Name screen appears.
2. Use the D-Pad to highlight a letter from the character list in the middle of the screen. The letter will appear in the selected character of the play name.
3. Press C to advance to the next character in the name. You will be automatically returned to the Offensive Plays screen if you press C after the third character in the name.
4. To backspace over a character, press B.
5. To reset the play name to its default, press A.
6. To return to the Offensive Plays menu, press START.



To execute offensive plays during a game:

1. Set up the offensive plays and make sure that you haven't set up the controller to disable playcalling (see "Configure Joypad," on page 55).
2. Make sure that the ballhandler is outside the 3-point line.
3. To cycle through the available offensive plays, press **C** (or the Option button if you've changed the controller button configuration). The 3-letter play identifiers appear on the bottom of the screen. If a play cannot be run at the current time (for some reason (such as the ballhandler not being a player who can start the play)), it appears in red.
4. When the appropriate play is selected, follow the steps of the play as outlined on the Offensive Plays screen.
5. If you decide not to call a play, keep pressing **C** to cycle through your plays. There is a blank selection after the last play that allows you to resume play as normal.

Tip: *By having someone other than your point guard handle the ball when you call a play, you can sometimes get a mismatch (a fast guard on a slow center, for example) in your favor. Keep in mind that not every player can call every play, however.*



Offensive Play Descriptions

The offensive plays are described below. Refer to the diagrams in the Available Plays window of the Offensive Plays screen in conjunction with the text.

Most of the plays can be run with a variety of different players from a variety of locations on the floor. Pick N Roll, for example, can be run with almost any two players. The diagrams in the playcalling screens and the descriptions below use the players who would typically execute the plays, but you can experiment with different players – find the combinations that work best with your team.

NOTE: You must execute some steps in the plays, while other steps are computer-controlled. When you control a team by yourself, you will be responsible for the actions of the ball handler, and the computer will control the players away from the ball. If you are playing in Co-Op mode with more than one player on a team, it can be more complicated – you'd better be ready to practice your teamwork.

Quickshot

This play is used to score quickly on an inbounds play, typically when time is running out. Quickshot can only be called during a halfcourt inbound play, and is entirely automatic:

1. The Center inbounds the ball to the Power Forward near the hoop.



2. The Power Forward instantly (and automatically; this is the only time in the game where you don't control the shot) shoots the ball.

Give N Go

The title is self-explanatory – a simple but effective play.

1. The ballhandler (usually the Point Guard) passes to another player (for instance, the Off Guard).
2. The Point Guard, controlled by the computer, cuts to the hoop.
3. The Off Guard passes the ball back to the Point Guard.
4. The Point Guard shoots.

Go N Give

You've probably seen KJ work the drive and dish play on many occasions.

1. The ballhandler drives into the key with the ball. The defense should be drawn to the ball, freeing up one of the other 4 players.
2. The ballhandler passes the ball to the player in the best position to score. If a computer player is free of his defender he will cut to the hoop and be ready for the pass.
3. Shoot the ball or drive to the basket as dictated by your position and the defensive coverage.

Tip: *If the defense doesn't pick you up as you drive, go ahead and try to score.*



Standard Screen

Every playground warrior has worked this bread and butter play at one time or another.

1. The computer-controlled Off Guard sets a pick for the ballhandler, usually the Point Guard.
2. Drive around the pick and shoot.

Perimeter Stall

Otherwise known as the 'kill the clock' play.

1. The 4 other players spread out to the edges of the court.
2. The Point Guard passes to the Shooting Forward or Off Guard, or simply keeps the ball, depending on the defensive coverage.

Perimeter 3 Pt (Perimeter Three-Pointer)

Everyone sets up outside the three-point line in this play, in the hope that someone will be open for a trey.

1. The other 4 players set up outside the three-point circle.
2. Shoot the three if you're open, or pass to a player with a better shot.

Tip: *Sub good three-point shooters before you call the play.*

Pick N Roll

This play works the classic two-man game, here between the Power Forward and Off Guard.



1. Computer-controlled Power Forward sets a screen above the key.
2. Off Guard moves past the screen to shake off his defender.
3. The Power Forward rolls to the hoop.
4. Off Guard passes the ball to the Power Forward.
5. Slam!

Back Door Screen

The Center crosses the key and sets a pick for the Power Forward (or vice versa).

1. The Center moves across the key and sets a pick for the Power Forward.
2. Power Forward cuts through the key to rub off his man on the screen.
3. The ballhandler passes to the Power Forward, who should be open.
4. Power Forward shoots.

Isolate

The other players clear out so the ballhandler can try to break down his man.

1. All players but the ballhandler clear out to the perimeter.
2. The ballhandler drives to the hoop with only his man to beat.

Tip: *This play is a great way to take advantage of quick guards with offensive ability.*



Low Post

This play gets a big man (usually the Center, but sometimes the Power Forward) the ball down in the low block. Don't try to run the Low Post against a dominant defensive center like Olajuwon – it will just play into his strength.

1. Center moves down into the block.
2. Ballhandler passes the ball to the center.
3. Center shoots.

High Post

This play is just like the Low Post, except that the Small Forward (or Off Guard) tries to score farther from the basket.

1. Small Forward cuts to the top corner of the key.
2. Ballhandler passes the ball to the Small Forward.
3. Small Forward shoots.

Double Screen

A more complicated version of the Backdoor Screen – two simultaneous screens are run.

1. Small Forward and Center move across the key to set screens.
2. Power Forward and Off Guard cut back across the key, brushing off their defenders.
3. The Point Guard passes the ball to either the Power Forward or Off Guard – whoever is open.



Bluff

Nothing happens when you call this play – that's why it's called 'Bluff'. You may be able to fool your buddy into thinking that you're up to something with this play, but don't try to call it against the computer.

Defensive Playcalling

Defensive playcalling works much the same as offensive playcalling. The only major differences are that you normally call the play before the opponent inbounds the ball, and the default Options button is B rather than C.

In the defensive play diagrams, O's represent offensive players, and X's represent defensive players. Y's represent defensive coverage. Dashed lines represent player movement, and dotted lines represent ball movement. A circled 'F' indicates an intentional foul.

To select defensive plays:

1. D-Pad down to select DEFENSIVE PLAYS from the Coaching Options menu, then press C. The Defensive Plays menu appears.
2. To add a play, use the D-Pad to highlight it from the Available Plays list on the left side of the screen, then press C. The 3-letter identifier for the play appears on the right side of the screen under Play Book.
3. To remove a play, use the D-Pad until it is highlighted from the Selected Plays list and press C.

You can rename defensive plays just like offensive plays.



To execute defensive plays during a game:

1. Set up the defensive plays and make sure that Joypad control is enabled (i.e., the Joypad Options parameter is set to PLAYCALL/SWITCH or PLAYCALL ONLY; see "Configure Joypad," on page 53).
2. To cycle through the available defensive plays before the other team inbound the ball, press **B**. The 3-letter play identifiers appear on the bottom of the screen. When the appropriate play is selected, move the player you control to conform with the selected play.
3. If you decide not to call a play, keep pressing **B** to cycle through your plays. There is a blank selection after the last play that allows you to resume play as normal.

NOTE: If you are using PLAYCALL/SWITCH mode (the default), the **B** button is only used to call plays when the other team is waiting to inbound the ball. The rest of the time, **B** switches players. If you are using PLAYCALL ONLY mode, you can call defensive plays at any time, even after your opponent inbound the ball.

Defensive Play Descriptions

The 4 defensive plays are described below. Refer to the diagrams in the Available Plays window of the Defensive Plays screen in conjunction with the text.



Full Ct Press (Full Court Press)

All 5 defensive players defend the ball on an inbounds play coming up the court, usually just after you've scored. This can get you a steal occasionally (especially if the other team has poor ballhandlers), but can lead to layups for the other team just as often.

Half Ct Trap (Half Court Trap)

Two defensive players try to trap the ballhandler as he crosses the halfcourt line, while the other 3 defenders cover the rest of the court. If it works, you get a steal or a backcourt violation. If it doesn't, the other team has a 4 on 3 advantage near the basket.

Immediate Foul

The defensive players immediately foul the player who catches the inbounds pass. This play is useful only when you're behind very late in the game – if the fouled player misses one or both of his free throws, you can make up a point or two with a score at the other end.

Delayed Foul

The defensive players try to steal the ball on an inbounds play. If no steal is made within 5 seconds, the player with the ball is fouled. This play is useful when you're behind late in a game, but not yet desperate.



Defensive Matchups

Players in NBA Showdown 94 normally cover the corresponding position player on the other team – a center covers a center, and a shooting guard covers a shooting guard. You can change these matchups anyway you like with the Defensive Matchups option from the Coaching Options menu.

If the other team has a center that is consistently beating your center to the hoop, for example, you might want to assign your quicker power forward to him. You could even double him with a second defender if they have a weak scorer you can afford to sag off.

To change defensive assignments:

1. D-Pad down to highlight DEFENSIVE MATCHUPS from the Coaching Options menu and press C. The Defensive Assignments menu appears.

Your 5 current players appear on the left side of the menu, along with their positions. The players they are assigned to appear on the right.

2. To change a defensive assignment, D-Pad up/down to highlight a player. To change a player's defensive assignment, press C to cycle forward through the opposing players, or use D-Pad left/right to cycle backward and forward through the opposing players.
3. To exit the menu press START.



Hustle Board

The Hustle Board is a handy little screen that lets you view a hustle stats comparison for both teams. The hustle board displays blocked shots, rebounds, steals, and the total of these stats for each team. The team with the higher total is hustling more – hopefully, that’s your team.

To view the Hustle Board:

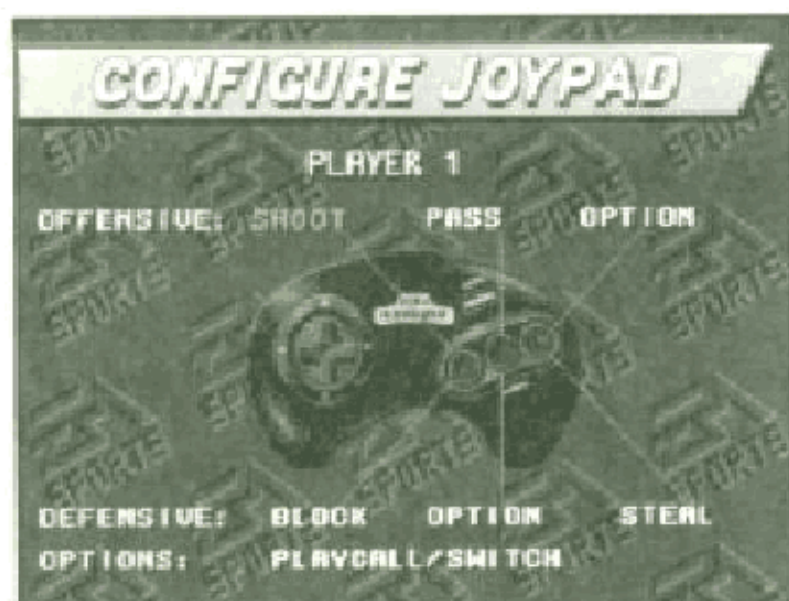
1. D-Pad down to highlight HUSTLE BOARD from the Coaching Options menu and press C. The Hustle Board screen appears.
2. When you’re done looking at the Hustle Board, press START to exit.

Configure Joypad

You can change the A, B, and C button controls if you don’t like the default arrangement. Each button has an offensive and a defensive action.

To change the controller button configuration:

1. D-Pad down to highlight CONFIGURE JOYPAD from the Coaching Options menu and press C. The Configure Joypad screen appears.



Configure Joypad Screen

2. To select an offensive or defensive button or Options assignment, D-Pad left/right or up/down through the choices.
3. To change a button or Options assignment, press A/B to cycle through the choices.

The Offensive button choices are:

Shoot	Shoot the ball
None	No action
Pass	Pass the ball to a teammate
Option	Activate Option command (see below)

The Defensive button choices are:

Block	Jump to block a shot or jump for a rebound
None	No action



Steal	Attempt to steal the ball
Option	Activate Option command (see below)

The Options choices are:

Playcall/Switch	Activate Playcalling on offense at all times and on defense before opponent inbounds the ball; switch players during defensive play (the default)
Playcall Only	Activate Playcalling at all times on both offense and defense. Use this only when you don't want to switch players on defense.
Switch Only	Switch players on defense only; no playcalling
None	No action

4. To exit the screen, press **START**.

Controller Select

You can change the controller selection in the middle of a game. If you're getting cocky while beating your buddy soundly, try switching teams mid-game for a challenge, or if Player 2 has to leave, switch control of the other team to the computer.

To change player control:

1. D-Pad down to highlight **CONTROLLER SELECT** from the Coaching Options menu and press **C**. The Controller Setup menu appears.



2. D-Pad left/right with each controller to select Visitor, Computer, or Home control.
3. To exit the screen, press START.

Playing a Season

NBA Showdown '94 features full season league play. Now you can see your team through an entire season and, if you're good enough, take them to the playoffs and the championship. The season is saved after each game, so you can resume your season at any time, even after you turn your Genesis off.

Each player's statistics are tallied and saved throughout the season, and league leaders in all statistical categories are tracked. You can simulate games, so you don't have to play every single game in the season if you don't want to.

To play a Season:

1. D-Pad left/right to highlight NEW SEASON or CONT SEASON in the GAME MODE option.
2. Set up the remaining options, then press START. The Season Options screen appears.

NOTE: Only one team can participate in SEASON play, although more than one player can participate if Co-Op play is chosen or if your friend(s) control the opposing teams.



To set up the Season Options:

1. To select a team D-Pad left/right or use A/B to scroll through the 27 NBA teams.
2. To choose the number of games D-Pad down to select the SEASON LENGTH option. D-PAD left/right or use A/B to select from 82 (the NBA standard season) or 26 games.
3. To choose the playoff format, D-Pad down to select the PLAYOFF LENGTH option. D-PAD left/right or use A/B to select from 5-7-7-7 (5 games in the first round, 7 games thereafter; this is the default NBA format), 3-5-5-5, or 1-3-3-3 formats.
4. To advance to the Season Calendar, press to START.

NOTE: If you've already finished the season and have made the playoffs, you'll advance to the Playoff Tree (see "Playoff Tree," on page 65 for more information). If you haven't made the playoffs after a season, you'll return to the Game Setup screen for a chance to try again.



	1	2	3	4	5	6
					CHA	MIA
7	ATL	8	PHI	9	10	11
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

Season Calendar. Current date.

The Season Calendar appears. On it are the dates of your team's games. Dates in green print denote home games; dates in red print denote road games. Games that have been played are shown in white. When you select a game that has been played, the score appears at the bottom of the screen.

Using the Season Calendar

To play a game:

1. Press **START** to go to the next season game. The Controller Setup screen appears.
2. Choose your team and press **START**. The EA SPORTS Pregame show begins. (To learn more about starting the game, see "The EA SPORTS Pregame Show," on page 21.)



To move through the calendar:

- ⦿ Press **A** to advance to the next month on the calendar screen.
- ⦿ To return to the next unplayed game from anywhere in the calendar, press **START** or **B**.

To simulate a game:

You can skip any game you don't want to play by simulating it.

1. Highlight the next unplayed game if it is not already selected (use **D-Pad left/right**, or simply press **START** or **B**).
2. Press **B** to simulate the game.

The score of the simulated game appears at the bottom of the screen when the game is highlighted from the calendar, and the results are reflected in the standings.

To change or view the season options:

- ⦿ Press **C** to go to the Season Options screen. For more information on this screen, see "Season Options Screen," on page 60.

To continue a season:

NBA Showdown 34 automatically saves the current season standing, stats, and injuries (if applicable) after each game.

1. To resume playing a season or season playoff, select a Game Mode of **CONT SEASON** from the Game Setup screen and set the other options as desired.



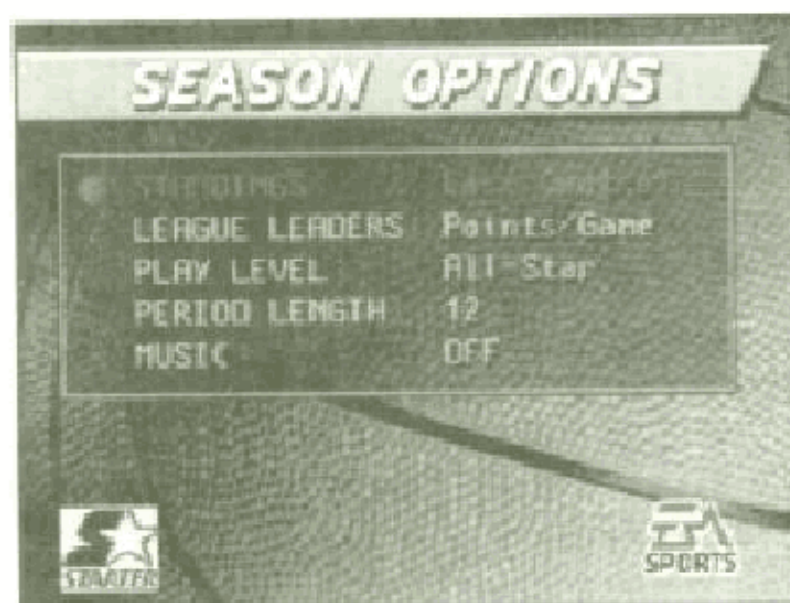
2. Press **START** to advance to the Season Calendar for your team. If the season is over and you've made the playoffs, you'll advance to the Playoff Tree (see "Playoff Tree," on page 65 for more information).

NOTE: You cannot save a game in progress. If you quit a game in progress, the next time you select **CONT SEASON** you will return to the start of the game you were playing.

Seasons Options Screen

The Season Options screen lets you set play options and view league leaders and season standings. The Season Options screen contains many of the same options as the Game Setup screen.

- To access the Season Options menu from the calendar, press **C**.



Season Options Screen



- ⦿ To highlight an option, D-Pad up/down.
- ⦿ To change an option, D-Pad left/right or press A/B.
- ⦿ To activate an option screen, press C.
- ⦿ Press START to return to the Season Calendar.

Option	Description
Standings	View standings by division. See "Standings" immediately below for more information.
League Leaders	View offensive and defensive statistical leaders. See "League Leaders," on page 62 for more information.
Play Level	Rookie, Starter, or All-Star
Period Length	2, 5, 8, or 12 minutes
Music	ON or OFF

Standings

The EA SPORTS team records each division's standings, record, winning percentage, and games behind the first place team.

1. From the Season Calendar, press C to move to the Season Options menu.
2. D-Pad down to highlight STANDINGS.
3. D-Pad left/right to select a division.
3. Press C to view the standings for a division.



WESTERN - MIDWEST			
TEAM	W-L	PCT	GB
HOUSTON	31-5	.861	-
UTAH	22-16	.578	18
SAN ANTONIO	28-19	.512	12.5
DENVER	17-28	.459	14.5
MINNESOTA	8-28	.222	23
DALLAS	5-31	.138	26

Standings Screen

4. The Standings screen appears for the selected division. From this screen you can check out the races for playoff berths in each conference and division.
5. To look at other divisions from the Division Standings screen, D-Pad left/right or A/B.
6. Press C or START to exit to the Season Options screen.

League Leaders

The EA SPORTS crew keeps you informed with up-to-date stats for every player in the league and tracks the league leaders in several categories. Players from your team are highlighted, so you can watch their progress on the charts if they rate.



NOTE: League Leaders playing for other teams show statistics for full-length games. If you want your players to keep up with the league leaders in a category, you should play (or simulate) 12-minute periods so you can pile up as many statistics as other players.

The top 20 performers (subject to the restrictions shown) are listed for each of the following categories:

Points/Game	A player must average at least 12 points per game.
Minutes/Game	Players with the highest minutes per game average.
F.G.	Field goal percentage leaders, minimum of 10 attempts per game.
F.T.	A player must make an average of at least two attempts per game.
3PT.	Players must attempt at least one three-point shot per game to qualify.
Rebounds	Leaders in total number of rebounds.
Blocks	Leaders in total number of shots blocked.
Steals	Leaders in total number of steals.
Assists	Leaders in total number of assists.

To view the League Leaders:

1. From the Season Calendar, press C to move to the Season Options menu.
2. D-Pad down to highlight LEAGUE LEADERS.



3. D-Pad left/right to select a statistical category, and then press C to view that category.
4. To move to the next ten leaders (11-20), press B. To move back to the top ten, press A.
5. To view different categories from the League Leaders screen, D-Pad left/right.
6. Press START to return to the Season Options screen.

The NBA Playoffs

Choose any team (NBA, All-Star, or Custom) and try to take it all the way to the NBA championship. There are two ways to enter the playoffs: by selecting PLAYOFFS (or CONT PLAYOFFS) from the Game Setup screen or by qualifying in season play.

Starting From The Setup Screen

- D-Pad up/down on the Game Setup screen to highlight GAME MODE, then D-Pad left/right to select PLAYOFF or CONT PLAYOFF.
- Set the other options (PLAY OPTION, PLAY LEVEL, PERIOD LENGTH, MUSIC) as desired, and press START to continue. Skip ahead to PLAYOFF TREE below.



Continuing The Playoffs

NBA Showdown '94 automatically saves standings and player injuries of the current playoffs when you return to the Playoff Tree after a playoff game.

NOTE: If you are playing with more than one human-controlled team, you won't return to the Playoff Tree until all the human teams have played once.

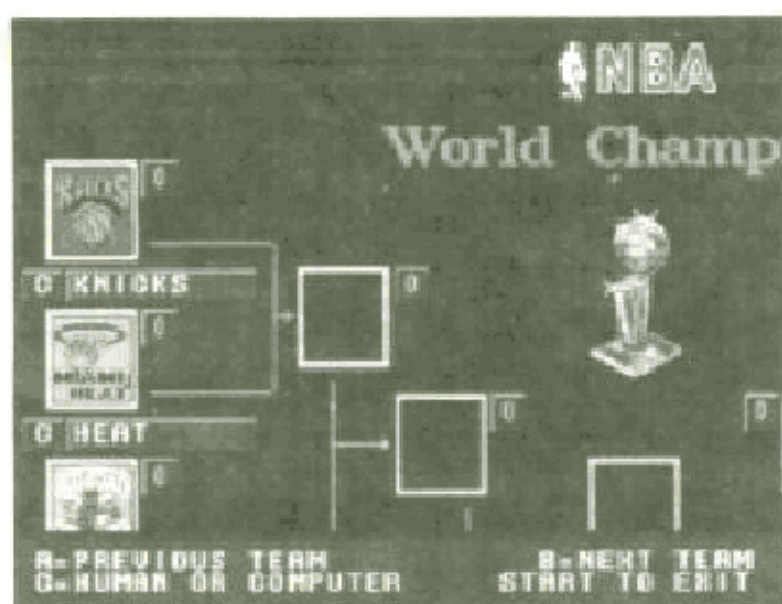
Also note that you cannot quit a game in progress. If you quit a game before you return to the Playoff Tree screen, the next time you select CONT PLAYOFF you will return to the start of the first game after the playoff was saved.

To continue a saved playoff:

- Select CONT PLAYOFFS (or CONT SEASON if you're finishing a Season playoff series) from the GAME MODE option on the Game Setup screen, then press START. The Playoff Tree screen appears.

Playoff Tree

The NBA Championship Playoff Tree shows the matchups for the 16 teams in the Playoffs. The teams can be altered before you start playing a NEW PLAYOFF.



Playoff Tree

- ❁ To select a team (or view the rest of the tree), D-Pad up/down/left/right. The selected team logo blinks.
- ❁ To toggle a team between human (H) and computer (C) control, press C. All games that feature one or more human opponents will be played rather than simulated. If you want to watch a playoff, set one of the teams to human control, then in the Controller Setup screen switch control of the team to the computer.
- ❁ To change the teams in a new playoff, select a team slot and press A or B to cycle through the teams. You can put a team in more than one playoff slot if you want. You can't change the teams after the playoffs start.

In first round action, the team you're playing against is in the adjacent box. In subsequent rounds, the team you're playing against is connected to your team by a line.



-
- ☛ Press **START** to move to the Pregame show.

The EA SPORTS announcer introduces the game and the starting lineups just like any other game.

End of the Game

At the end of the game the Hustle Board, Substitution Screen, and EA SPORTS Postgame Show appear as normal. If there is more than one human team in the playoffs, all the human teams will play one game before you return to the Playoff Tree. Otherwise, you can go to the Playoff Tree immediately after the Postgame Show:

- ☛ Press **START** to go to the Playoff Tree screen. The current playoff standings are reflected in the tree. You can proceed to the next game by pressing **START** again.

End of the Round

If you lose the round, you're taken out of the tournament and returned to the Game Setup screen. By default, the first round of the EA SPORTS NBA Championship is the best of five games, and subsequent rounds are the best of seven games.

When all the games in a round are completed, the winning teams' logos are advanced to the next bracket of the tournament tree. If you've won but there are still unresolved series, press **START**, and the other series will be completed.

Press **START** again to start the next round against a new opponent.



If you win it all, your team logo appears in the World Champion screen.

After receiving high-fives from your friends and neighbors, and gloating for an appropriate period of time, press **START** or **Reset** to play again.

Infractions

When the refs catch an infraction on the court, they blow the whistle to stop play and a referee appears onscreen to call the penalty. While the referee is onscreen, you can press **C** to go to the Substitution Screen (see "Time Outs and Substitutions," on page 70 for more information).

Fouls

An offensive player gets to take free throws when:

- ❁ The defense commits 5 or more team fouls per quarter (2 free throws). Note that Charging doesn't count as a team foul.
- ❁ He's fouled in the act of shooting, and the shot misses (2 free throws).
- ❁ He's fouled in the act of shooting, and the shot goes in (1 free throw).

For more information on free throws turn to "Free Throws," on page 32.



Violations and Turnovers

The offense turns the ball over to the other team when the refs call any of the following violations:

Traveling

When you start to pass the ball, shoot, or take a shot, your man pulls up and stops dribbling. Once he stops, he can't dribble again, or the refs will call traveling – you can't use the D-Pad to move again.

Charging

You can't run into a defensive player who's set.

24 second shot clock violation

From the moment you inbound the ball you have 24 seconds to get off a shot (one that hits the rim at least – blocked shots don't count!). Each time the ball hits the rim or a change of possession occurs, the clock is reset. The 24 second shot clock is in the bottom right of the screen.

10 second backcourt violation

You can't stay in the backcourt forever. You must cross the halfcourt line within 10 seconds.



Backcourt violation	Once you advance the ball over the halfcourt line, you can't take the ball back over the halfcourt line in the reverse direction.
5 second inbound violation	You have 5 seconds to get the ball into play.
Out of bounds	When the ball or the player with the ball leaves the boundaries of the court, the ref calls "Out of Bounds."

Player Management

You act as both player and coach in NBA Showdown '94. When you're playing in Simulation mode, player management is especially important. Leave a player in too long, and you'll hurt the team.

Time Outs and Substitutions

When you need a rest, or if your guys are in danger of getting blown out of the arena by the other team, press **START**. This pauses the game and lets you catch your breath. If your team has the ball and you think you need to make a substitution, call an official time out.

- 🏀 To call an official time out, press **START**; then press **C**. You must be in possession of the ball to call a time out.



Each team gets five time-outs per period. Unused time-outs from one period don't carry over to the next.

- You can also make a substitution during play by pressing **C** when a foul or violation has been called on the court. This way, you won't be charged with a time out.

TEAM 1 - CAVALIERS		RATINGS				
NAME	POS	NO	OFF	DEF	FG	FT
ON FLOOR						
MILLS	F	22	7.8	7.0	7.8	7.9
DAUGHERTY	F	23	8.1	8.2	8.5	8.7
PRICE	F	25	7.5	7.3	7.5	8.8
WILKINS	F	24	8.3	8.4	7.7	8.4
ON BENCH						
WILLIAMS	F	8	8.0	8.0	7.0	7.9
HILL	F	3	7.3	8.4	7.0	7.9
MACKENS	F	6	7.6	7.2	7.4	7.9
FERRY	F	9	7.6	7.1	7.4	7.9
PHILLS	F	10	7.6	7.4	7.4	7.8
BRANDON	F	11	7.4	8.1	7.8	7.8
BATTLE	F	12	8.0	7.7	7.7	8.8

SCORE: 0 TIME: 12:00 TIMEOUTS: 5

REGIME: 5 (5) SUBSTITUTION: 1 (1)

Substitution Screen

The Substitution screen appears. The 5 players currently on the floor appear at the top of the screen, and the bench players appear below.

To Substitute a player:

1. D-Pad **up/down** to highlight the player you want to take off the floor, and press **C**.
2. D-Pad **up/down** to highlight the player you want to put in the game, and press **C** again to substitute the player.



Statistics and Ratings

Your players are modeled after their real NBA namesakes using the Topps Skills Rating System. Game play is designed to be real. If you try to make Shawn Bradley into a 3-point threat or Muggsy Bogues into a post-up player, you're in for a frustrating evening. Try turning the Knicks into a finesse team, and you'll waste their strength. Remember, play up your strengths and try to minimize your weaknesses. That's the way you win games!

NOTE: Team rosters are determined by the actual rosters as of December 14, 1993. Players on Injured Reserve are included in the game at full health. The only starting players not included in the game are those that have been removed for legal or contractual reasons.

You can view both Topps Skills Rating System data and game statistics in the Substitution screen to determine your players' strengths and weaknesses.

- ⦿ To toggle between Ratings and Game Statistics, press A.
- ⦿ D-Pad left/right to page through the columns of player ratings or stats.
- ⦿ To toggle between the two teams, press B. You can view the stats and ratings for both teams, but you can only make changes to the team you control.



Player position and number are listed first and second, respectively, in every ratings and game statistics screen.

POS Position. C = Center, G = Guard, F = Forward.

NO Jersey number. It helps to know the numbers of your players so you can identify them quickly on the court.

Ratings

Every player is rated on a 10.0 scale in twelve Topps Skills Rating System categories:

OFF Offensive rating.
DEF Defensive rating.
FG Field goal rating.
FT Free throw shooting rating.
3P Three-point shooting ability rating.
REB Rebounding rating.
ST Steal rating.
BL Shot blocking rating.
BH Ball handling rating.
QCK Quickness rating.
AGL Agility rating.
AWR Court awareness rating.



Game Statistics

The following statistics are compiled from the players' performance in the current game.

HT	Height
PF	A player with 6 Personal Fouls is disqualified from the current game in Simulation mode. Offensive fouls (charging, for example) are included in this count.
FTG	Player Fatigue is listed as a series of 7 vertical bars. When a player is fully rested, all 7 bars are filled. As he gets tired, more bars disappear. Fatigue affects player performance only in Simulation mode. Players with 7 rating are at full strength. As the player fatigues, the number decreases. When a player's fatigue rating drops to 3 or 4, he becomes noticeably slower, loses height from his vertical leap, and his shooting accuracy decreases.
PTS	Point Total: Total points scored.
RB	Rebounds: Total number of rebounds.
ST	Steals: Total number of steals.
BL	Blocks: Total number of shots blocked.



AS	Assists: Total number of assists.
MIN	The minutes the player has played in the current game.
TO	Turnovers: Total number of turnovers given up.
FG	Field Goals Made: How many shots, excluding free throws, the player has made.
FGA	Field Goals Attempted: How many shots, excluding free throws, the player has attempted.
FT	Free Throws made.
FTA	Free Throws Attempted.
3P	Three-Point shots made.
3PA	Three-Point shots Attempted.

Injuries

In Simulation mode players run the risk of injury. When a player is injured, he is out for the game. The Substitution screen appears, and the injured player is automatically replaced with a comparable position player by the computer – but you can substitute a different player if you want. You then play short-handed for the rest of the game. If you are playing a season or playoff, the injured player will return within the next 3 games.



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Assistant Producer Todd Gilliland

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Special Thanks To Sarah Smith, Sue Manley



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Notes